A VIDEO GAME CARTRIDGE FROM

PARKER BROTHERS

Tutankham™

FOR THE COLECOVISION™ GAME SYSTEM

TUTANKHAM game graphics © 1984 Konami Industry Co., Ltd.
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Inside King Tut's tomb are treasures beyond your wildest dreams. They can be yours... if you dare to take them. Supernatural creatures roam the chambers of the tomb guarding the treasures at all costs. Your only defenses against them are your laser gun and... your wits. Blast away, snatch the loot, escape through secret passageways before it's too late! And when you see a key, take that, too. It will unlock a door to the next burial chamber and the next adventure. Enter King Tut's tomb and see what awaits you... if you dare.

OBJECT

To score as many points as you can be recovering treasures, defeating the guardians of the tomb, picking up keys, and opening the doors that lead to the next burial chamber and the next stage of difficulty.

SETTING THE CONSOLE CONTROLS

1. For a 1-player game, plug the joystick controller into the #1 jack. For a 2-player game, plug in both joystick controllers.
2. Place the cartridge into the cartridge slot.
3. Turn the power ON.
4. Now select a game. Press keypad #s 1, 2, or 3 for a 1-player game. #1 gives you 8 Archies; #2 gives you 5 Archies; #3 gives you 3 Archies.

   Press keypad #s 4, 5, or 6 for a 2-player game. #4 gives you 8 Archies; #5 gives you 5 Archies; #6 gives you 3 Archies.

   As soon as you press a keypad #1–6, the action begins.

   NOTE: Anytime during the game, you may press RESET to start the game over.

PROOF OF PURCHASE

Turankham™

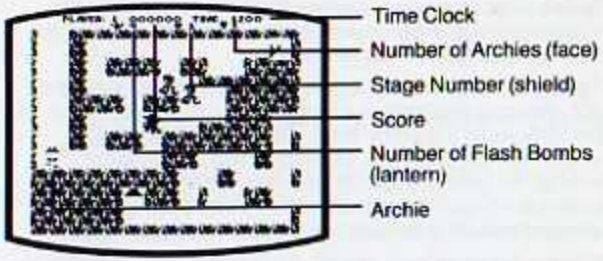
THE JOYSTICK CONTROLLER

Use the joystick to move Archie, the archeologist left, right, up, or down. To fire your laser gun **to the right,** press the **right** fire button. To fire your laser gun **to the left,** press the **left** fire button.

To create a flash bomb, press **both** fire buttons at the same time.

PLAYING

In this game, you're Archie the archeologist and you've got either 8, 5, or 3 "lives" depending on the game you've selected. You're in the first of four burial chambers inside King Tut's tomb. Take a minute to look at the illustration and identify what you'll see on screen.



As soon as the tune stops, start moving Archie through the maze. **These are the things you must do:**

Find the key. Inside each chamber is one or more keys. Go after them one at a time. As soon as you open one lock, go back for another key so you can open the next lock. Once you've opened all the locks and reached the end of the chamber, you will pass through and enter the next.

NOTE: While Archie is carrying a key, you'll see it on his hat.

Watch out for creature nests. Throughout the maze are creature nests. Creatures of varying speeds and species can spring from them at any time. Just before they do, however, you'll hear a warning sound. When you hear it, get ready to fire at the approaching creature!

To fire your laser gun: press either the left or right fire button, depending on the direction in which you wish to fire. **You cannot fire up or down.**

If you're in a tight spot and can't seem to fire your way out, you can activate the flash bomb. Just press both fire buttons at the same time and all the creatures on screen are zapped for a second or two... just long enough for you to escape. The number of flash bombs available to each Archie is monitored by the number of lanterns on the screen.

When a creature gets Archie, he is reincarnated somewhere in the maze.

Pick up treasure. Many priceless treasures are located throughout the chamber. You'll find them tucked away in alcoves. Just remember that you don't have to go after each one—especially if it's too risky.

Find the secret passageways. Secret passageways let you zip from one part of a chamber to another. It's up to you to find out where they are!

Watch the Time Clock. The Time Clock monitors the amount of ammunition in your gun. The longer you remain in the chamber, the faster the ammo is used up. If the time runs out, Archie has no ammo at all! So try to complete the maze as quickly as you can. Your ammo supply replenishes with each new chamber. The initial time on the clock varies from chamber to chamber.

Open the door. At the end of each maze, you'll find the door to a special treasure room. As long as Archie has picked up all the keys he needs, he'll enter the treasure room and the next burial chamber.

END OF GAME

The game ends when Archie has been reincarnated for the last time.

To play again, press either keypad * to keep the current game selection—or press keypad # to make a new selection. See GAME SELECTION.

LEVELS OF DIFFICULTY

There are 16 levels of difficulty... or 16 stages. Each stage shows one of four different burial chambers. As you move from one stage to the next, the creatures move faster and appear more frequently. If you should complete stage 16, you'll begin again at stage 1. The stage at which you're playing is monitored by the green shield at the top of the screen.

THE CREATURES

There are six different types of creatures. You'll find three of the six in each stage.

Royal Cobra Snakes: spirits of the goddess Wadjet

Giant-Beaked Crows: sacred birds of the goddess Selket

Killer Bats: they've been inbreeding inside the tomb for generations

Death Dragons: personal guardians of Thutmoses III

Flying Cats: spirits of the cat-goddess Bastet, goddess of Joy and preventer of disease

Speed Sparks: hot deadly magic of the sun god Amon-Ra

THE TREASURES

There are two kinds of treasures scattered throughout each chamber.

Diamond Rings: belonging to Queen Nefrititi

Sacred Boxes: containing incense, they were carried by ancient Egyptian priests to ward off evil spirits

The door to the treasure room at the end of each of the four different burial chambers shows one of these treasures:

Map: shows the way through the entire tomb

Urn: used to carry sacred Nile River water in coronation ceremonies

Treasure Chest: filled with exotic jewelry worn by Queen Nefretari, wife of Ramses II

Death Mask of Tutankham: the most coveted treasure of all!

THE TWO-PLAYER GAME

In the two-player game, players alternate turns after each one loses an Archie. The game ends when both players have lost their allotted Archies. Each player's score is displayed at the top of the screen while he or she is playing.

SCORING

Destroying	Cobra	20 points
	Dragon	20 points
	Crow	40 points
	Cat	40 points
	Bat	60 points
	Spark	60 points
Picking up	Ring or Box	varies from 200-3200 points, depending on the stage
Picking up	Key	500 points
Unlocking a door		1000 points
Completing a stage		time remaining x 40
Bonus Archie		one after first 30,000 points
Bonus flash bomb		one for each stage completed

GAME SELECTION

One-Player	Two-Player
#1 8 Archies	#4 8 Archies
#2 5 Archies	#5 5 Archies
#3 3 Archies	#6 3 Archies

If you should have any difficulty operating or playing TUTANKHAM, call our Electronic Service Department at these toll free numbers:

In Massachusetts 1-800-892-0297

All other states (excluding Alaska, Hawaii, and Canada) 1-800-225-0540

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon.-Fri. (excluding holidays).

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department in the location nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

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